

Zhengyang (Juhng-Yung) Huang (Hwang)

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Education

University of California, Los Angeles (UCLA)

- MFA - Design Media Arts (2021)
- Cert - Application Programming & Data Science (2023)

College of William and Mary

BA - Arts & Art History (2019)

Proficiencies

3D & Real-time Interaction

Blender 3D (Modeling, Rigging, Animation, Shader Graph, Physics Simulation), Unity (C#, Shader Graph, VFX Graph), Substance Painter, MetaHuman, RealityCapture

Digital Design & UI/UX

Figma, Adobe Creative Suite, Videography, Vector Animation, SEO

Development & AI/ML

ComfyUI, Javascript, .Net, HTML, CSS, Python, Tableau, SQL, GNU Shell

Languages

English, Mandarin

Press

- [AT HOME Press Release & IKEA Panacea](#), IKEA Residency, Los Angeles Review of Books, 2024
- [Fermynwoods Focus & Xylophobia: Online](#), Fermynwoods, 2023
- [Virtual Poster Exhibition SLSA](#), Society for Literature, Science, and The Arts, 2021
- [Image at Surface](#), Artsy, 2019

Awards

- Fermynwoods Contemporary Arts Grant, 2023
- Clifton Webb Scholarship, 2021

Professional Experience

Technical Artist & Interactive Design

09/2021 - Present

Zhu Clever Studio Co-founder & Commissioned Artist

IKEA Residency Invited Artist

• Interactive Experience:

- Designed and developed 3D environments and assets for a Unity-based interactive installation, blending physical/digital storytelling.
- Created 3D-scanned models, shaders, animations, VFX, multi-camera transitions, and dynamic UI elements; optimized performance across Windows, Mac, and Linux platforms.

- **Collaborative Achievement:** Teamed up with a USC architect/designer in art direction, task delegation, show installation, and live experiences.

Fermynwoods Contemporary Arts Commission

• Interactive Experience:

- Led the design and development of a Unity-based game experience, integrating high-res textures, 3D scans, procedural shaders, VFX, and environment set-up.
- Optimized game performance for seamless interaction on multiple platforms.

- **Project Management:** Managed concept-to-delivery timelines and budgets and successfully launched the project online in the UK with a positive reception for creativity and execution.

Society for Literature, Science, and Arts (SLSA) Conference

- **Project Initiation:** Initiated a series of interactive projects themed around art-tech fusion, including online and game experiences, for the conference at the University of Michigan.
- **Interactive Design & Dev:** Created interactive experiences through web and game development, integrating procedural shaders, 3D animations, JavaScript-based widgets, UI responsiveness, and VR video.

Digital Design, UI/UX, Visual Narratives, Brand

08/2021 - Present

Zhu Clever Studio Co-founder & Designer

Cribit (AI-Driven Movie Review App)

UI/UX Design & Consultation

- **User Engagement:** Identified and documented 10+ critical issues. Directed UI/UX design for the film rating app, creating interactive widgets and user flows to elevate movie discovery experiences.

- Hyman Eugene Oxman & Frieda Dreyer Oxman Fellowship, 2021
- William & Mary Alumni Association Award, 2019
- Honors Fellowship, 2018
- Joseph Palin Thorley Memorial Scholarship, 2017 - 2018

- **UI & Content:** Designed prototypes and onboarding processes, resulting in positive A/B testing. Created graphics, UI, illustrations, and slogans.
- **Leadership Success:** Led 3 designers, refining project edits and conducting weekly production meetings to define goals and provide feedback.

Kindred Spirit (Film Production)

Web Design, Brand Design, Front-end Development, UI/UX

- **User Engagement:** Led website production and brand improvement. Created new prototypes, responsive UI, and HTML/CSS/JS widgets to enhance SEO and achieve first-page Google rankings.
- **Visibility Growth:** Designed branding to align with film aesthetics. Produced visual assets supporting promotional campaigns and narrative consistency. Created bilingual content.
- **Project Management:** Aligned design direction with stakeholders, expedited website delivery, and ensured thorough documentation for future updates.

Global Talent Link (Youth Education)

Visual & Brand Design Lead, Videography, UI/UX

- **Brand & Visual Strategies:**
 - Created 40+ visual assets including logos, illustrations, animations, and layout designs to upgrade brand storytelling.
 - Produced a marketing video integrating live-action footage with dynamic animations, achieving a 150x view increase.
- **Web Experience:** Improved UI/UX of the WordPress site in collaboration with a developer and created original content to highlight diverse educational programs.
- **Cross-Discipline Collaboration:** Coordinated with marketing, service, and development teams to deliver 5+ projects, resolve technical issues, and ensure effective project documentation and organization.

Design Media Arts, UCLA, Los Angeles, CA

10/2019 - 08/2021

Lecturer & Teaching Assistant

- **Course Design and Delivery:** Developed, taught, and assisted a series of digital art and design courses, focusing on interaction design, digital art & design, moving images, 3D, and AI generation techniques.
- **Technical Resources:** Authored tutorials for Maya, Blender, Adobe Creative Suites, and Runway ML, breaking down complex techniques. Created and managed WordPress sites for resource sharing and remote learning.